

WE CLAIM:

- 1 1. A gaming device, comprising:
 - 2 a scanner for scanning a bar code corresponding to a product identification;
 - 3 processing means for receiving the bar code from the scanner, for translating the
 - 4 bar code to game data and for determining whether the game data are compatible game
 - 5 data; and
 - 6 a storage medium for storing the compatible game data.
- 1 2. The gaming device of claim 1, wherein the game data comprise game character
- 2 data.
- 1 3. The gaming device of claim 1, wherein the gaming device is a hand-held gaming
- 2 device.
- 1 4. The gaming device of claim 1, wherein the scanner comprises a light-emitting
- 2 diode.
- 1 5. The gaming device of claim 1, further comprising:
 - 2 a screen for displaying a menu according to signals from the processing means;
 - 3 and
 - 4 controls for making selections from the menu.
- 1 6. The gaming device of claim 1, further comprising a look-up table stored in the
- 2 storage medium to which the processing means refers when translating the bar code to
- 3 game data, wherein the look-up table correlates a plurality of different bar codes to a
- 4 plurality of different game data.
- 1 7. The gaming device of claim 1, wherein the bar code comprises a European Article
- 2 Numbering code.
- 1 8. The gaming device of claim 1, wherein the bar code comprises a Universal
- 2 Product Code.

- 1 9. The gaming device of claim 1, wherein the bar code comprises a Global Trade
- 2 Item Number code.

- 1 10. The gaming device of claim 1, wherein the bar code comprises a Global Location
- 2 Number code.

- 1 11. The gaming device of claim 1, further comprising a speaker.

- 1 12. The gaming device of claim 5, wherein the processing means causes a contest to
- 2 be staged on the screen when the processing means determines that the game data are
- 3 incompatible game data.

- 1 13. The gaming device of claim 5, further comprising a communication port for
- 2 transmitting signals between the gaming device and a second gaming device.

- 1 14. The gaming device of claim 12, wherein the incompatible game data correspond
- 2 to an enemy game character.

- 1 15. The gaming device of claim 12, wherein the contest is a battle.

- 1 16. The gaming device of claim 15, wherein the processing means causes a battle to
- 2 be conducted according to a set of rules stored on the storage medium of the gaming
- 3 device, wherein the battle is graphically displayed on the screen, wherein the battle is
- 4 conducted between the compatible game data stored on the storage medium of the
- 5 gaming device and incompatible game data stored in a second storage medium associated
- 6 with the second gaming device.

- 1 17. The gaming device of claim 13, wherein the communication port comprises;
- 2 a first tab for fitting into a first slot of the second gaming device;
- 3 a second slot for receiving second tab of the second gaming device; and
- 4 a plurality of contacts for transmitting data between the gaming device and the
- 5 second gaming device.

- 1 18. A gaming device, comprising:
- 2 a simulated scanner which emits a light;

3 a pressure sensitive switch proximate the simulated scanner;
4 a random number generator which generates a code when activated by the
5 pressure sensitive switch; and
6 a processor for correlating the code with a feature of a game.

1 19. The gaming device of claim 18, wherein the feature is a game character.

1 20. The gaming device of claim 19, wherein the processor determines whether the
2 game character is compatible with the gaming device.

1 21. The gaming device of claim 20, further comprising a storage medium, wherein the
2 processor causes the code to be stored in the storage medium when the processor
3 determines that the game character is compatible with the gaming device.

1 22. The gaming device of claim 20, further comprising:
2 a display; and
3 a speaker, wherein the processor controls the display and the speaker to simulate a
4 battle with the game character when the processor determines that the game character is
5 not compatible with the gaming device.

1 23. A gaming device, comprising:
2 a case small enough to be held in a single hand of a user;
3 a scanner disposed on a first side of the case, the scanner comprising at least one
4 light-emitting diode configured to read bar codes;
5 a controller disposed within the case, wherein said controller correlates read bar
6 codes to one of a plurality of game data associated with a game;
7 a storage device within the case for storing a set of rules for the game and for
8 storing at least a portion of said plurality of game data; and
9 a coupling device for coupling the gaming device with a second gaming device,
10 the coupling device comprising a transmitter and a receiver.

1 24. The gaming device of claim 23, wherein the coupling device further comprises:
2 a first tab configured to fit into a first slot of the second gaming device; and
3 a second slot configured to receive a second tab of the second gaming device.

1 25. The gaming device of claim 23, wherein the case of the gaming device comprises
2 a logo associated with the game data selected by the controller.

1 26. The gaming device of claim 23, wherein the case of the gaming device comprises
2 a color associated with the game data selected by the controller.

1 27. The gaming device of claim 23, further comprising:
2 a screen disposed on a second side of the case for displaying a plurality of images
3 and a plurality of menus according to signals from the controller; and
4 a plurality of controls disposed on at least the second side of the case, at least one
5 of the controls allowing a user to select options from a menu.

1 28. The gaming device of claim 23, wherein the coupling device is disposed on the
2 first side of the case.

1 29. A gaming device, comprising:
2 a scanner for scanning a product identification number of a Universal Product
3 Code, the primary meaning of the product identification number being the identification
4 of a commercial product;
5 processing means for receiving the product identification number from the
6 scanner, for assigning a secondary meaning to the product identification number, the
7 secondary meaning corresponding with a monster belonging to one of a plurality of tribes
8 and for determining whether the monster belongs to a specific tribe of said plurality of
9 tribes, the specific tribe associated with the gaming device;
10 a storage device within the case for storing a set of rules for the game and for
11 storing monster data for monsters belonging to the specific tribe; and
12 a coupling device for coupling the gaming device with a second gaming device,
13 the coupling device comprising a transmitter, a receiver, a first tab configured to fit into a
14 first slot of a second gaming device and a second slot configured to receive a second tab
15 of the second gaming device.